

Yusra Suhail

936-320-5034, yusra.suhail99@gmail.com, <https://yusrasuhail.com>, [linkedin.com/in/yusra-suhail99/](https://www.linkedin.com/in/yusra-suhail99/), github.com/yusras99

PROFILE

Highly motivated and self-directed Software Developer skilled in design, programming, and debugging. Exhibited problem-solving skills through leading multiple projects as an IT consultant and a student. Exceptional detail-oriented communication ensuring high-quality work. Passionate about working on application development and staying up to date with advancements in the field of technology.

EDUCATION

University of Rhode Island, Kingston, RI

May 2025

Major: Master of Science in Computer Science

University of Rhode Island, Kingston, RI

May 2023

Major: Bachelor of Science in Computer Science with a minor in Cyber Security

Honors: CGPA: **3.93/4.00**, Deans List (All semesters), Centennial Scholar, Summa Cum Laude

SKILLS

- Python, C++, C, Rust, Snakemake, Asteroid, Database Designing, SQL, Java, JavaScript, HTML, Bash Scripting, OOP
- Windows, Mac, Linux, Git, GitHub, Microsoft Office, Pandas DB, Bootstrap, Collab Notebooks, Trello, Database Management

WORK EXPERIENCE

UNIVERSITY OF RHODE ISLAND

Graduate Research Assistant (HAX Lab)

August 2023– Present

- Contribute to HCI research in the HAX lab, optimizing systems and customizing user experiences.

Graduate Research Assistant (with Christopher Hemme)

July 2023 – August 2023

- Adapted to Snakemake and developed an efficient mitochondrial variant analysis pipeline within a four-week timeframe

Lead Information Technology Service Desk Consultant

November 2022 – May 2023

- Served as the main point of contact for URI Information Technology Services (ITS) to facilitate communication, addressed mutual concerns, and fostered collaborations between multiple departments
- Utilized Azure Active Directory to Administer URI domain for supported users, including occasional management functions

Research Intern

September - December 2022

- Refactored an application written in JavaScript using React and Redux to make the code precise, easy to read and usable for Psychology researchers to analyze data

Senior Information Technology Service Desk Consultant

August 2022 - November 2022

- Planned, organized, and managed the activities of a project team of six; made assignments to other technologists and support staff; evaluated progress, and reported on all team activities
- Routinely analyzed and ascertained the department's IT needs and implemented appropriate solutions in a timely fashion

Teaching Assistant

September 2021 – May 2023

- Aided professor in grading and record-keeping for Social and Ethical Issues in Computing class
- Participated in TA meetings for efficient class management

Information Technology Service Desk Consultant

September 2021 - August 2022

- Provided IT support to all employees, including through remote assistance, and maintained IT equipment
- Managed secure development and maintenance of servers and network for optimal functioning

PROJECTS

Mitochondrial Pipeline

July 2023 – August 2023

- Developed a mitochondrial variant analysis pipeline in Snakemake for use by customers of the Rhode Island-INBRE Molecular Informatics Core (MIC). The pipeline used a sequence data generated by URI's Ross Lab for its implementation.

Computational Geometry

January 2023 – July 2023

- Created C++ libraries for polygons on Open Gl platform with Computational Geometry expertise
- Utilized robust debugging functionality provided by XCode to identify and remedy code errors, including segmentation faults

Universal Virtual Machine (UM) in Rust

April 2022

- Developed UM with 8 registers, segmented memory, I/O device, and a 32-bit program counter to parse byte level instructions

URI Memorial Union Website Redesign

September 2021 - May 2022

- Collaborated with a team member and redesigned school website to improve public engagement by implementing a new theme, enhancing layout, interactivity and visual appeal using HTML and GUI

Submarine Survival

September - December 2021

- Created a Java game with a team utilizing Agile, software development life cycle, object-oriented approach, and unit testing
- Produced a comprehensive Software Requirement Specification with UML diagrams and functional requirements\